


Fibbage 2 answers

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Fibbage 2 answers list.

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We're Jackbox Games, creators of the mega-hit Jackbox Party Pack franchise, including the hilarious party games Fibbage, Drawful, Quiplash, Trivia Murder Party, YOU DON'T KNOW JACK, and many more. Trivia Murder Party is one of the games featured in The Jackbox Party Pack 3. Players are required to answer trivia questions in a fashion more similar to your average trivia game than You Don't Know Jack is, but still with it's own unique spin that makes things interesting: If you lose, you're sent to the Killing Floor, where losing players fight for their life in a minigame, which continues until one remains. For the most part, getting questions correctly gets you off scot-free. However, if all living players get two questions right in a row (3 in a row for 1-3 player games), they all go to the Killing Floor so the host can "teach you a lesson". After playing a minigame on the Killing Floor to decide who will survive, all players (even ghosts) will answer another question. This goes on until one of the following criteria has been met: There is one player left alive. If this happens by the end of question 3, this player must survive 2 or more questions before the final round begins. All safe players that successfully poisoned someone will receive \$1,000 for each player they killed. If that player dies, the game ends immediately without a winner. If this happens on question 4 or later, the final round begins as usual. Everyone is dead (all living players are killed at once). If this happens by the end of question 3, the game ends immediately without a winner. If this happens on question 4 or later, the host will revive the player with the most money for the final round. If 2 or more players are tied for the most money, the player that joined the game first will be revived. 9 questions have been answered and more than 1 player is still alive. If this happens all living players compete in the Loser Wheel. During Question 10, the host will comment on how the game has lasted too long and the game will transition to the Loser Wheel. In a single-player game, the player must survive 7 questions in order to reach the final round. This is ordered alphabetically. All minigames where the safe players can interact are marked with a * ** Safe players are required. 2+ players *Cause of death: killed by a hateful friend. * There is a pile of money in the middle of the killing room floor. Players have the option to pick a player to attack, defend themselves, or grab some of the money. Players attacked by another player will die unless they have chosen to defend. If no one has died at this point, someone will still be killed, as follows:[1] If anyone attacked (and was defended against), all attackers die. Else, if anyone defended (against what turned out to be nothing), all defenders die. Else (everyone grabbed the money), everyone dies. Players that have grabbed the money, living or dead, will earn \$500. Go to trivia Murder Party rulez.blogspot.com for info on how tiebreakers in the Arena work. *Cause of death: not immune to poison." There are shown as many chalices as players in the game (but no less than 4 chalices). All safe players choose a chalice to drop a poison pellet in. If any players do not poison a chalice in time, poison pellets will be randomly placed for every player that did not poison a chalice. If there are no safe players (or in a single player game), half of the chalices will be poisoned at random. After all poison pellets have been dropped, the players on the killing floor will choose a chalice to drink from. Any player that does not choose a chalice to drink from or drinks from a poisoned chalice will die. All safe players that successfully poisoned someone will receive \$1,000 for each player they killed. If multiple safe players poisoned the same chalice that killed someone, all poisoning players receive full prizes. *Cause of death: betrayed for money." 2+ players Similar to Arena, a heaping pile of cash has been placed in the center of the Killing Room floor. As a test of greed, at-risk players can choose to take it or not. Here are all possible cases, along with their respective rules for elimination: Nobody takes the money. Nobody is killed. The game moves on as normal. Note that this outcome is very unlikely. There will almost always be that group of people who take the money when you all agree not to. At least one person takes the money, but at least one person doesn't. Everyone who doesn't take the money is killed. Everyone takes the money. Players that have taken the money, living or dead, will split \$2000. 1+ safe players Three dice are rolled simultaneously, and the added total is displayed. A randomly chosen safe player must decide whether the people at risk of dying need to roll higher or lower than the displayed total. This safe player can make it harder or easier for this person to win, depending on the displayed total. (For reference, the possible roll values are 3 to 18, with an average of 10.5.) Any at-risk player that does not roll the dice in time will die. "It's drawing time! And no, this isn't Drawful. I'm using it in a totally different way. Sheesh!" 2+ players The players must draw a picture with a given prompt. All players and audience members choose the worst drawing (unless only 2 players are drawing, in which the aforementioned 2 players will not get to vote). Whoever has the drawing with the most votes or doesn't submit an answer dies. "This isn't for the faint of heart, or fond of finger." All players on the killing floor are forced to cut off a finger. Whatever finger the player cuts off causes that answer to not be available for the rest of the game. For example, if they chose their middle finger (Finger 2) to cut off, they are not able to choose the second answer for the rest of the game, including if the correct answer is answer 2. Any player that does not cut off a finger dies. Ghosts have all 5 fingers, even if they have cut off one while they were alive. All players that cut off a finger will receive \$33. *Cause of death: greed" 3+ players Players are instructed to take as much money as they please between \$0 and \$1000, but those with the least and most money taken (including all ties) die. Not submitting an amount counts as \$0 (meaning death, the same way as in Words). 1 player (except in spin-off) The player simply spins the Loser Wheel, which has 5 times as many death segments as life segments. The wheel is split between six 5-space death segments split from each other by 1-space life segments. If the wheel stops on a death segment, the player will die. If the wheel stops on a life segment, the player lives. If the player refuses to spin, the host will "do it himself," spinning the Loser Wheel with a random amount of force. If more than one player survives 9 questions, then every living player will take turns spinning the Loser Wheel. This is the spin-off. Competitors will spin in order from least amount of money to most amount of money. If 2 or more players have the same amount of money, then these players will spin in the order they joined the game from first to last. Players will continue to spin the loser wheel until all but 1 player is alive, with the final round following immediately after. *Cause of death: math" Every player sent to the killing floor is asked to solve as many math problems as they can, in the form of multiple-choice addition or subtraction with integers under 20 (negative answers are possible), in a set interval of time. If they get one incorrect, they are temporarily stunned, meaning they lose a few seconds and have to wait to continue answering math problems. If multiple players are in this minigame, the worst score (including all players tied for last) dies. If one player is sent to this Killing Floor in a multiplayer game, all players play at the same time, and the at-risk player is killed if any safe player beats their score. In a single or two player game, the player must answer 10, 15, or 20 questions correctly to survive. This number increases further in the game. Players earn \$25 for every math question answered correctly. Players will have to memorize tiles in a 4x4, 5x5, or 6x6 grid (bigger boards are shown later in the game). Some tiles will be red while others will be blank. Players are then tasked to reproduce the pattern by clicking or tapping the spaces that were red. Clicking/tapping on the spaces toggles their color (blank or red), so tapping on a space again will unselect it. If multiple players are in this minigame, the least accurate reproduction (including all players tied for last) kills the player; however, a perfect reproduction always saves the player. If one player is sent to this Killing Floor in a multiplayer game, all players play at the same time, and the at-risk player is killed if any safe player beats their score. In a single-player game, the player must get the pattern exactly right to survive. Players, living or dead, will receive \$1000 times the proportion of tiles reproduced correctly. *Cause of death: bad at memory" 4, 5, or 6 cards are shown to everyone (more cards are shown later in the game). Players must memorize these cards by color (green, orange, and blue) and by various weapon symbols (gun, knife, hammer, and grenade; 3 of the 4 will be displayed as weapons). Only one of these orders is asked, not both. If multiple players are in this minigame, the least accurate recollection (including all players tied for last) kills the player; however, a perfect recollection always saves the player. If one player is sent to this Killing Floor in a multiplayer game, all players play at the same time, and the at-risk player is killed if any safe player beats their score. In a single-player game, the player must get the pattern exactly right to survive. Players, living or dead, will receive \$100 for each position recalled correctly. 25 random letters are given to players on the killing floor, with multiples included. The killing floor game participants must battle to make the longest word (Letters don't have to touch or follow a pattern, they just need to be ordered correctly to spell a word). A misspelled word, an unrecognized word (real or not), or no response counts as zero letters. If multiple players are in this minigame, the shortest word (including all players tied for last) kills the player. If one player is sent to this Killing Floor in a multiplayer game, all players play at the same time, and the at-risk player is killed if any safe player beats their score. In a single or two player game, the player must spell a 5-, 6-, 7-, or 8-letter word (longer later in the game) to survive. Players, living or dead, will receive \$100 times the length of the word spelled. *Cause of death: everybody hated what they wrote" 2+ players Similar to Drawn & Quartered, the host provides all players on the killing floor with a question. All the players on the killing floor must answer this question cleverly. The host then makes all players (including the players on the killing floor) and audience members vote (unless only 2 players are on this killing floor, in which they will vote for the answer they liked the least. The person with the most votes (including all players tied for most votes) will die. If anyone did not answer the question, all such players die, and voting is cancelled. Explosion Nails Slice and Dice No cause (the player is turned around and dies.) (heart attack or stroke)) No "X" Explosion (Caused when eliminated in a Killing Floor without transferring to the death screen, often for not submitting a response) In the final round, players run from left to right towards the exit; first to exit wins. The living player gets a head start, starting 14 spaces away from the exit, and the 1st, 2nd, and 3rd highest-scoring ghosts start 3, 2, and 1 spaces respectively ahead of the other ghosts. All other ghosts start at the far left space, 21 spaces away from the exit. In a single-player game, the player starts 18 spaces away from the exit. Players are presented with a category and two (three if you're a ghost, or in a 1-player game) options. None, one, two (in the case of 3 available options), or all of which may fit the category. Players tap on each answer they think fits (tapping toggles the answer, so players may tap an answer again to uncheck it) and then press submit. Players will move 1 space for every correct answer (i.e. a selected answer that fits the category, or an unselected answer that doesn't fit). If a ghost catches up to (at the same space or ahead of) the living player, they will steal their body, giving them a chance to escape and win the game. If more than one ghost catches up to the living player, and they are on the same space, then the ghost that is closest to the living player will steal the body (if they are the same distance apart, the ghost above the living player takes priority), knocking the other players back one space. After 3 categories have been answered (2 in single-player games), pitch black pillars of "darkness" begin to appear from the left, spreading 2 spaces (3 in single-player games) forward each turn. Any player that has been caught up to by the darkness will be eliminated from the game. The game ends once a player has escaped, or when all players have been taken by the darkness. The living player always moves first, and thus has the advantage if multiple players are due to escape on the same question. Each player earns \$1000 per category for getting all answers correct — the living player gets \$500 per correct answer, while each ghost gets \$333. In a non-sequel multiplayer game, the first category can be answered by the living player only. In a multiplayer game sequel, the living player starts 12 spaces away from the exit. This essentially gives ghosts one more category to run away from the shadows. The audience plays along with the players and keeps a score for themselves. If the audience ends up with lower winnings than the victorious player (or the player who ended with the highest score if there is no winner), everyone in the audience dies. It is important to note that the audience can not win the game, as they do not race along with the players in the final round. This was changed in this game's sequel. During a question, the audience answers the current question, and receives \$1000 times the proportion of correct answers from all audience members. During a Killing Floor, audience members can optionally wager on the elimination of a certain player, with an extra option that no one dies. The audience will receive \$1000 times the proportion of correct bets from all audience members. All players that die in the Killing Floor would be correct wagers (i.e. if multiple players die, they are all correct wagers). If no one dies, only the wager that no one dies would be correct. During the final round, the audience answers the current category with all three choices to choose from, and receives \$333 times the proportion of correct answers from audience members for each option. Feels Good to Be A Five - Answer 5 Trivia Questions in a row correctly Deathproof - Survive The Killing Floor 3 times in one game Trilogy Murder Party - Play 3 games in a row with the same players Murderithmetic - Get a score of 25 or more in the Math Killing Floor In the credits, if the "Play A Sequel" is chosen, players who died in the previous game will have the suffixes Jr., III, IV, etc. (depends on the sequel number) attached to their name, while the name of the survivor of the previous game (if there was one) would remain the same. Based on the dolls' screams after choosing an answer in a question, or choosing a response/responding in a Killing Floor, the gray doll may be the only female doll. The dolls used as player avatars are based off of the Seven Deadly Sins - plus Despair, often seen as its eighth member in some belief circles.[2] The dolls and the sins they represent are: The dolls in Trivia Murder Party. Each one represents a different Deadly Sin, including Despair, which is often considered to be the eighth sin in certain beliefs. (B) Greed - A subtle nod (that not everyone will notice) to a previous Jackbox game - Bidiots. This doll is a deep blue doll shaped like a shark with a toothy grin, and two eyes; one of which being a button (meant to resemble a monocle) and the other being drawn or stitched on. This doll references the Predatory Loans shark. (O) Gluttony - A hint-of-beige orange doll designed to appear as a humanoid figure of quite... great girth. (R) Wrath - This doll has a sierra red color, one eye, and is quite obviously furious about something. (W) Sloth - A light gray doll with closed eyes and a tired-looking expression. Modeled after a pillow. (Who dares imply this about pillows?) (G) Envy - This doll's design stems from the phrase "green with envy" and is depicted as a dark green humanoid figure with two eyes, long arms, and a rope wrapped around its chest/torso area. This is the only doll with a rope around its torso, sharing that feature with the only TMP2 doll with a rope around its body. The Lovers. (P) Pride - One of the only two dolls with a smile. It's bluishish-purple, looks as if it's looking down upon you, has large elongated limbs (possibly representing high stature [as in rank, but taken literally]), and only has one eye. This could potentially be a metaphor for "only seeing oneself". (PK) Despair - A desaturated pink humanoid doll with a terrified expression and stitched mouth. Its facial expression may represent the thought of being in a state of despair or panic from seeing one's friends all fall before them, one by one, fearing the near inevitable outcome of death. (Y) Lust - Cream or pastel yellow-colored, with a design that's based around either an octopus or a disfigured baby head with 4 legs. It is difficult to elaborate on why this one represents Lust but it's suspected to be because octopi from a specific type of Japanese media are depicted to be lustful. Rarely, during scoreboards, [REDACTED]'s voice filter will fail, revealing the voice of the killer to either be his nerdy self (since Spencer Ham plays the host), Schmitty, Adal Rifai (the Guespionage host), or Cookie Masterson. This raises more suspicion, and also raises a bit of suspicion around the hosts who [REDACTED] was "revealed" as. But pitching up the voices when the voice filter reactivates again reveals that it's [REDACTED]'s VA everytime.) In You Don't Know Jack: Full Stream: It's revealed that [REDACTED] works for binjippe as a writer.